LUCK

- THE WANDERER -

THE WANDERER LUCK

There once was an entity who carried the weight of countless dreams upon its back. Weary of its lot, it placed the weight of its own dream upon its first believer.

Adding Luck to Your Campaign
To add the Wanderer Luck to your campaign, add **Wanderer - Luck** to Lantern Year 23 on the timeline. When you reach it, read the **Introduction** in this book.

Luck's Starting Attributes

Survival	Insanity	Mov	Acc	Str	Eva	Luk	Spd	Cou	Und	Lumi	Torm	S.Pres
7	7	5	-1	0	0	1	0	5	5	2	1	0

Luck is an arc survivor. When Luck joins your settlement, use an arc survivor record sheet to record these attributes. Luck has the **Veteran** ability, the **Servant of Fate** impairment, and a **blind** permanent injury that cannot be cured for any reason.

Luck starts with 0 Hunt XP and 0 ♥.

Veteran: During the **Aftermath**, gain +1 Hunt XP.

Servant of Fate: Luck's fortune prevents him from dying. If Luck would die, he instead returns to the settlement with -1 ♥. When Luck **departs** with an **Immortal** survivor, he gains +1 ♥.

Outsider
Wanderers are not born in the settlement and do not gain the benefits of newborn survivors. Despite this, they cast their lot in with yours, and their survival is constrained by the settlement's survival limit.

Disposition ♥
Wanderer attribute that represents their feelings towards their adopted settlement. It can increase or decrease during the campaign and can be negative. Keep track of a wanderer's disposition on their survivor record sheet. A Wanderer's disposition toward your settlement greatly influences the results of their story!

Courage & Understanding
Luck does not trigger story events from courage or understanding milestones. Instead, when he reaches maximum understanding, he gains the **Reroller** ability. When he reaches maximum courage, he gains the **Fortune Sight** ability.

Reroller: When another survivor rolls a natural 1, gain a reroll token. Limit once per round.

Fortune Sight: On **Arrival**, gain +1 accuracy tokens equal to your permanent luck.

Luck's Gear
Luck begins with the **Natural Cardinal Staff** and **Luck's Cloak** rare gear. Unless otherwise stated, other survivors may not use Luck's gear while he is inhabiting the settlement.

Using Luck in a Non-Arc Survivor Campaign
If Luck is inhabiting a settlement without arc survivors, he is unable to share his knowledges with the rest of the settlement.

Without stimulating debate at the Forum, Luck turns his thoughts inwards. Whenever Luck gains lumi in a non-arc survivor campaign, he also gains that much survival.

Unique Philosophy
The story of Luck joining the settlement is told through his philosophy and how it develops while he is living among your settlement's survivors.

When Luck reaches his first Hunt XP milestone (at 2 Hunt XP), he adopts **Blessed First** instead of drawing from the philosophy deck. Other survivors may never adopt this philosophy. Luck considers his fate sealed and will never change this philosophy for any reason.

Record the tenet, neurosis, and Hunt XP milestones on Luck's arc survivor record sheet. When Luck reaches a new Hunt XP milestone, he will ponder his philosophy during the next settlement phase, resolving the next rank just like any arc survivor.

Arc survivors may still learn from Luck. Remember to add **Fortune and Misfortune** I to the knowledge deck.

INTRODUCTION

A stranger emerges from the darkness. Limping into the lantern light, his injuries become apparent. Unable to catch his breath, he croaks something in a foreign tongue before collapsing.

Luck joins the settlement! Use the preceding rules to create his record sheet and increase the population by 1. Luck starts with 0 ♥. Roll 1d10.

1 2

The settlement warily watches the stranger, offering no help until they feel certain that he is not dangerous, suffer -1 ♥.

3 4 5 6

Some gather to see if the stranger regains consciousness. They gape at his blood-soaked garments, wondering about the extent of his injuries. The settlement may spend 1 hide resource to dress his wounds. If they do, gain +1 ♥.

7 8 9 10

The settlement takes in the stranger, tending his wounds. When he wakes, they endeavor to teach him the rudiments of their language, gain +1 ♥. You may spend ✪ to devote more time and gain +1 ♥.

If the settlement has **Protect the Young**, nominate a nurturing survivor to rush to the stranger's aid. Luck gains +2 ♥.

The nominated survivor falls over trying to help. They smash their skull, forgetting a painful memory. They suffer -1 luck and remove a disorder. Luck gains +1 luck.

BLESSED FIRST

NEUROSIS
Woebegone

TENET
Fortune & Misfortune

Hunt XP □ ■ □ □ □ ■ □ □ □ ■ □ □ □ ■ □ ■

■ Rank+ ■■ Rank+ ■■■ Rank+ ■■■■ Rank+ ■ Retired

Woebegone: While Luck is on the showdown board, the other survivors feel his deep foreboding. Their weapons gain **Unwieldy**.

Unwieldy: If any attack dice roll results are 1, the weapon causes 1 random damage to the survivor for each 1 rolled. Continue the attack as normal.

I - THE CITY OF DREAMS

Luck recalls his home, a city that defies the darkness with its dazzling lights. Eyes shining with memory, he searches the gathered faces for a spark of recognition.

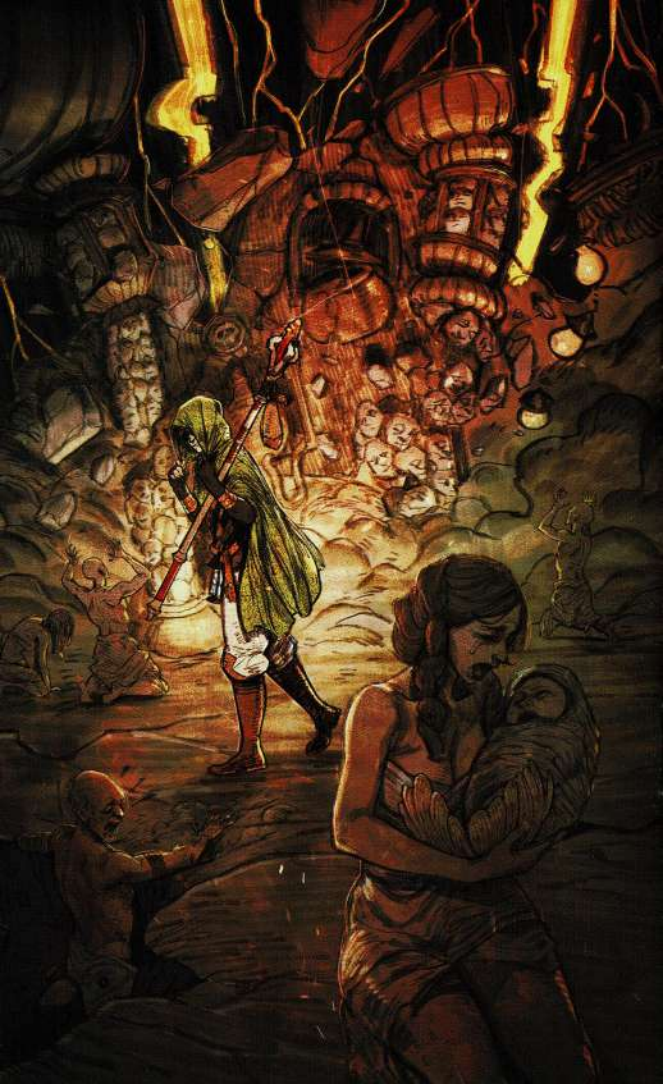
Luck gains +1 lumi. Roll 1d10. Add Luck's ♥ to the result.

1
2
3 Luck pauses midsentence, unable to recall the name of his home. His awkward laughter fills the silence of the settlement. Did he imagine that he once lived in the radiance of prosperity? Luck gains +3 insanity.

4
5
6
7 Luck remembers training his body. People racing through the city's gleaming streets, harnessed to great bands of elastic monster sinew. Each competing to run farthest before they were snapped back, their laughter whizzing by his head. Luck gains +1 movement.

8
9
10
11 Luck sings and whistles a working tune that calls survivors to their destiny. He recalls the gathering of swelling hearts eager to depart to glory. The soaring notes make Luck light on his feet. He gains +1 evasion. If the settlement has **Song of the Brave**, this lantern year all departing survivors (except Luck) whistle along and gain +1 evasion token.

12 Luck describes a childhood game involving a pair of ingots and a magnetic lantern. As the polarity shifted, children would ride through the air on the charged metals! Luck gifts the ingots to the settlement. Add 2 **Iron** to settlement storage. Luck gains +1 luck.



II - MISFORTUNE

Luck's wealth of good fortune is limitless, but it seems to impoverish the fates of those around him. Where he runs, others stumble. What he mends, others break. He is haunted by visions of a coin spinning through the air, both faces representing tragedy. Luck yearns to catch it miraculously on its edge instead of on a ruinous face.

Luck gains +1 torment and +2 lumi. Roll 1d10. Add Luck's ♥ to the roll result.

1 2 3 4

Relentless arcs of lightning strike Luck, leaving him unharmed but wrecking the settlement. The settlement must rebuild, discarding half the resources in settlement storage, rounded up. **Departing survivors** this lantern year are exhausted; they gain -1 speed token.

5 6 7 8

A fissure suddenly opens up beneath a random returning survivor other than Luck! If the settlement has crafted any whips, they rescue the survivor. Otherwise the survivor plunges to their death. If someone dies this way, Luck gains +1 luck.

9 10

Echoes of mutation. Any children born this lantern year gain the **Fused Feet** ability. If a survivor is born with this, Luck gains +1 luck.

Fused Feet: Gain +1 movement and +1 evasion. You cannot wear leg armor.

4+ ♥

If Luck has 4+ ♥, he hides away. Crawling through the cutting teeth of a vast stone mouth, weathering the misfortune alone. Crushed up against a cold stone tongue, he suffers -1 luck, but nothing bad happens at the settlement.

III - GAMBLE WITH ETERNITY

Luck is crushed to death by a giant finger descending from the darkness. The survivors rush to his side. Emerging from the fresh crater, Luck watches in horror as misfortunes befall the approaching crowd. Through the ringing in his ears, he can hear their cries multiplied across ages. How long has he blighted this world?

Luck gains +1 torment and +2 lumi. Roll 1d10 and add Luck's ♥ to the roll result.

1 2 3 4 5 6

Luck watches a well-meaning survivor roll their ankle in their haste. A random survivor suffers the **hamstrung** severe leg injury. Luck cannot trust himself. He gains **Anxiety**.

7 8 9 10 11

Luck watches their wailing grief turn to relief, then horror. Two random survivors gain a random . The unfathomable weight of what they witness reminds Luck of other faces that have looked to him with expectation and wonder. Luck gains +1 luck.

If a survivor has **Guardian**, they help Luck to his feet. Their gentle hands take hold of Luck, reminding him of a different embrace, gently shaken into being in the din of snoring. Proceed to the 12+ result!

12+

Luck remembers a crushing weight. He awoke alone, the first dreamer plucked by the Gambler from the sphere. With an inspired wink of each eye, the Gambler handed him the great weight of its fortune. A surefire strategy to win its wager. Luck gains **Gambler's Grace**.

IV - ANOTHER FAILURE

Luck's memories return, revealing themselves in strange spiraling sequences. There are too many to hold. He sits transfixed for untold time as one lantern after another fades around him. He knows he is a dark harbinger, and he sees the signs of what follows. He waits for the others to sleep before he stirs.

Roll 1d10 and add Luck's ♥ to the roll result.

1 2 3 4 5 6

Luck leaves the settlement with his gear. Shoulders sagging, head hanging with regret, he contemplates the devastation he has caused. Yet with every step, he forgets and his footsteps lighten.

7 8 9 10 11 12

Luck places his neatly folded cloak in the settlement storage. He bids a silent farewell and hopes that this gift can mend some of what he has broken.
Luck leaves the settlement.

13+

Nominate a concerned survivor. They catch Luck at the settlement's edge. Touched, Luck feels the warm sensation of golden tears streaming from under his blindfold. Replace the nominated survivor's luck attribute with Luck's. Luck bequeaths both of his rare gear to the survivor and leaves the settlement with a sense of relief.